

***** GROUP BUY ON EPSON MX-80 *****

If your group/club/whatever receives our newsletter and can order at least twenty printers, you may send me your order along with a cashier's check or money order and I will have all of your printers shipped to one local address. Please note, only orders of twenty or more printers can be shipped to a location other than our group.

PURCHASE WILL BE MADE ON OR ABOUT JULY 19, 1982

For Atari 400/800 computers, you must have the following in order to use the MX-80 printer (parallel port):

- 1- Atari 400 or 800
- 2- Atari 850 interface module or other parallel-port device.

For Atari 400/800 computers, you should order:

- | | | |
|----|---|----------|
| 1- | Epson MX-80 Printer | \$395.00 |
| 2- | Cable (unless you can build your own) | \$ 29.00 |
| | | ===== |
| | S. TOTAL | \$424.00 |

Optional (allows printing graphics on MX-80):

- | | | |
|----|---------------------|----------|
| 3- | Graftrax ROMs | \$ 10.00 |
| | | ===== |
| | S. TOTAL | \$434.00 |

For those of you who are buying the MX-80 for use on a computer other than the Atari, you may need one of the following:

- | | | |
|----|--|----------|
| 4- | HPIB (IEEE-488) Interface card | \$ 50.00 |
| 5- | RS232 Interface card (without buffer) .. | \$ 69.00 |
| 6- | RS232 Interface card (with 2K buffer) .. | \$130.00 |
| 7- | HPIB cable (specify connectors) | \$ 20.00 |
| 8- | RS232 cable (specify connectors) | \$ 20.00 |
| 9- | IBM Computer cable | \$ 29.00 |

NOTE: If you intend to use the Graftrax ROMs with an RS232 interface, you must purchase the RS232 interface with the 2K buffer.

Make checks payable to: BAY AREA ATARI USERS GROUP.
Mail to:

John Crane
5886 Texas Court
San Jose, Ca 95120
(415)857-6690 - days
(408)268-7317 - eves

Latest information on the Leading Edge disk drive for the ATARI, came recently in the mail. The Smalls are extending the User Group discount price until the end of September. Until that time the Leading Edge Disk System with one 5.25 disk drive will be \$870. Further, add on, units are \$350 each. (A \$300 deposit is required with your order, rest COD.) This includes the following standard equipment: 1. command center with motherboard. 2. Diskmaster I/II controller. 3. OS T-card module. 4. one 5.25 disk drive. 5. cable and two connectors. 6. A/C adapter.

The standard features are increased data transfer rate (up to 7 times faster), 6 slot expandability, single/double density, software compatible, intelligent controller, and easy installation. (note the attached drawing, which seems to indicate that the unit attaches in place of the ATARI top cover. Might make it difficult to fit into a computer organizer or desk.)

Another accessory that many of you may be interested in is the controller series being introduced by the WICO Company. They are producers of coin-op controllers, and are introducing, yes you guessed it, a trackball and two joysticks. The Track ball is reported to work very well, and the joysticks look great. They each feature a large 'bat' shaped handle with both a thumb fire button and one on the base in the usual location. The two joy-sticks are \$29.95 and \$39.95 respectively. The more expensive one is heavier and has gold contacts, etc. The trackball is \$69.95. This latter sounds a little high to me, but I have no idea how a trackball works, so it remains to be seen if they will become available for less. The trackball is definitely a superior control device to the joystick. (turn the trackball over and you have a larger version of Xerox's 'mouse') These are supposed to be available by November.

New prices on the ATARI 400!! ~~\$299~~ retail, less, discounted. This puts the 400 in an excellent competitive position, and makes it a very good choice for any use that doesn't include a lot of keyboard work. (like a BBS machine)

That brings up the subject of BBS's. At the July meeting, Andy Soderberg, is going to present our group with the opportunity to take over the ATARI BBS that he has been running in his office, and is going to move to his home. It has no official connection to ATARI, he has been running it as a hobby and to help Earl Rice and the user group support folks, to work out the bugs in the program. I've talked to Andy about it and he has an attractive offer to make at the meeting.

We've also talked to Bill Wilkinson, and he has agreed to come to the Dysan meeting and describe and give to the library the program he published in Compute, to redefine the keys of the ATARI to any keystroke sequence. You can Store up to 999 key definition masks on disk, and recall them. This allows you to define, for instance, the CTRL L as your ID code for logging onto a BBS or Time share system, another as your name, etc., etc.

This allows a lot of time saved in lots of commonly done operations. Another obvious use would be to define keys as commonly used BASIC commands, like ^L for LIST, ^D for DOS, ^R for RUN, etc.

JULY MEETINGS

The first July meeting will be on July 12th, rather than July 5th, to allow our members to avail themselves of the long holiday. It will be at Dysan, as usual, and will feature presentations by Andy Soderberg, of ATARI, and Bill Wilkinson, of Optimized Systems Software. Andy will be describing the history of the MACE BBS software that he has been polishing and making a proposal for the club to establish a BBS. Bill will be describing and explaining his "SOFTKEY program.

The second meeting will be on the 3rd Tuesday, July 20th, at Software City, 106 El Paseo de Saratoga, at the intersection of Saratoga and Campbell Ave.s in San Jose. Both meetings are at 7 P.M.

FROM THE EDITOR

In her editorial of July 1981 Liza Loop addressed the subject of BURNOUT. In addition to his numerous duties as the groups chief officer, Dave Flory has been producing this newsletter since her resignation. It might be that his profession has made him more resistant than others to the disease, but I would tend to credit his sheer dedication to BAUG. So as I am taking over this part of the load, I would like to express my deep appreciation for the job he has done.

Our next edition will be solely produced by the new editorial staff (which is still in its formative stage), and we would like to take this column to quickly outline our approach for those of you that were not able to attend the mid-month meeting.

This news letter has the potential to be an extremely useful medium for our group. Its original purpose, the dissemination of information about the club, will be filled by a special column or page with announcements, a club calendar, and, we hope, a column detailing the events transpiring during our meetings. The various officers (e.g librarians) will have opportunity to highlight the activities in their respective departments.

There have been a number of very good articles of educational nature about the ATARI system. We would like to enhance this direction, and we will try to generate a number of regular columns addressing particular subject areas. A few volunteers already expressed an interest, and we have confidence that with increasing membership the variety of possible columns will be substantial.

With increased size the cost of producing this letter will not stay the same, and it will become very desirable to attract advertisement. But with this we encounter our CATCH-22, only consistent quality and appearance will make our paper an attractive medium for advertisement.

So eventually we will look for a more sophisticated graphic appearance and wider distribution as revenue is enhanced. If we can distribute a considerable number of sample copies at participating dealers, we can reach a substantially wider audience of newcomers to the field of home computing, attracting a wider club membership.

Lofty goals indeed, especially if we review the level of participation Dave experienced while producing the paper. But it appears, our work will not be carried on singular shoulders. At this time our staff consists of four. Frank Guiterrez will head the editorial department Graphics and Games, Tene Kember will especially support the field of EDUCATION, and will also function as advertising manager, Gail Pagget volunteered to work on circulation. Of course, all of us will share the load of physically producing the paper with any other idealist we can find.

If you would like to participate, you can do so on a number of levels. The least committal is to contribute an article, program, or just ideas. If you feel uncomfortable with writing, we will certainly help and try to give your master piece that 'little edge' (in fact, we already had a volunteer 'ghost writer' at the last meeting). The next level is to agree to write a regular column on any subject you like, or no subject in particular. But we will have a deadline, and need your contribution before that to meet our publishing date. But if you really feel the urge to experience the excitement of journalism, you can become a staff member on the news letter. The staff will meet about twice a month (at least), there will be one planning session, and, of course, the final lay-out. Heading an editorial department will involve writing your own column, feature articles, and editing the contributions in your particular area.

We foresee the actual experience to be very exciting, a sizable number of participants will lessen the load on individual shoulders, and it will make your newsletter dynamic and good reading.

If you would like to get involved, or have any questions, please talk to me after the regular meetings, or give me a call.

Harald Striepe

O FORTH

OK Especially with the arrival of fig-FORTH in the BAUG club library, the interest of budding programmers in this unique language appears to be on the increase. I started programming in Forth only a few months ago, originally with the purchase of QS-Forth produced by Quality Software, but while the aura and concept initially caught my fancy, the unfamiliar structure soon built walls around its real features. It languished on my disk, while I fancifully courted the OSS EASMD to reach the secret world of COLLEEN.

But after having sampled the initial bitter delicacy, I remained tempted to gain a taste of Forth's real flavor, and continued to dabble when I was in need of a rest from ASSEMBLY. fig-FORTH 1.4 was announced, and its features were too tempting to pass up. As a beginner, its screen editor appeared the most confusing, the stack display was great, but could not be turned off once engaged, and once in a while I lost track of what base I was using at the time. So I decided to change it, and have not had a proper night of sleep since.

It is hard to analyze the exact reason for Forth's addictiveness, but I think it derives from the close interaction between the programmer and the computer that Forth affords unlike any other language, coupled with its considerable power. It can be used both on a primitive as well as sophisticated level, like a real language, it grows with you. Leo Brodie's STARTING FORTH is an excellent text, together with the documentation supplied by QS with its Forth version I struggled through the initial growing stages (there also were a few phone calls to Robin and John, after hours of vain struggle), and there still is a way to go. But it resulted in the idea for a column for all of you, who might want to share a taste without having to invest any money (but you do need a system with at least one drive).

n FORTH will be a column for the beginning Forth user written by an almost beginner. It will be an active experience, you

will read it while exercising with your computer. I promise, it will be easy.

By the time you read this, fig-FORTH 1.5S should be completed and in the hands of our Forth librarian Dave. It will be a standardized version specifically for this column, so make a backup, if you want to make any changes. However, be aware that you cannot use any standard DOS utilities to copy these disk, since their storage allocation and access mode is completely different from the ATARI FMS file structure. You can use a sector by sector copier (YOUNG, ARCHIVE etc.), or simpler, boot up fig-FORTH 1.5S, and type A LOAD after the oK prompt. Give the command BACKUP, and follow the instructions. The disk should be formatted. If you want to format from fig-Forth1.5S, type SYS and follow the menu. It is best to write-protect your original disk before doing anything with it. So, I hope you will be ready for me next time, but be advised, you must be adult enough to deal with the ferocious dangers of possible addiction to this language, in other words, a stronger man than me...

Note for the more experienced:

fig-FORTH 1.5S is a continuation of the multiple efforts of many, who have already worked on this particular model. It is available fully compiled, or in KERNEL form with all source screens supplied (one screen loads all). The KERNEL does contain the ASSEMBLER and some other words. Features of 1.5S are a switchable stack display (STACKON, STACKOFF) with the border indicating the base, an enhanced screen editor graphically offsetting the edit and command areas, indicator of screen# and section being edited, fast, single letter command words, a key trap to prevent the dreaded accidental CR while editing the screen (if it is working in time...), multiple screen copies, single drive DUPSCREEN (same comment), and more. All source screens will be on disk. The PHYSOFF is at HEX 10, so your old screens will have to be moved with COPIES.

. O OK

Harald Striepe

MYOPIA

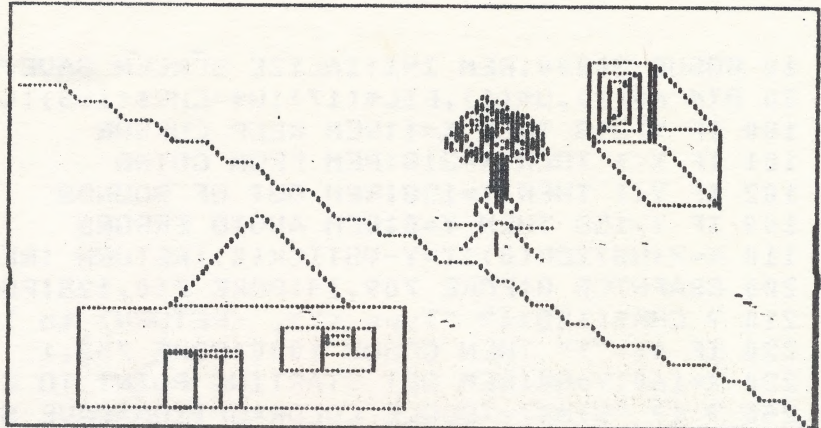
Here's a program to display files for those of you who have a little trouble seeing the little print -- or to scroll a message across the screen for a demo or an announcement. It was downloaded from Compuserve's public ACCESS area.

Dave Flory

```

20 DIM TEXT$(124)
25 DIM DISP$(224)
30 DIM FSPEC$(16)
40 ? "ENTER FILESPEC ";;INPUT FSPEC$
50 OPEN #2,4,0,FSPEC$
55 POKE 752,1
56 SETCOLOR 2,6,4;SETCOLOR 4,6,4;? :? :?
60 TRAP 1000
65 W0=40
66 REM
70 INPUT #2,TEXT$
75 POKE 77,0
80 L=LEN(TEXT$)
88 IF L=0 THEN 70
90 FOR I=1 TO L+38:DISP$(I,I)=" " :NEXT I
122 IF L=0 THEN 70
125 FOR K=1 TO L
126 DISP$(K,K)=TEXT$(K,K)
130 NEXT K
140 FOR K=1 TO L+2
150 POSITION 1,5
155 ? #6;DISP$(K,K+18)
156 IF K=1 THEN FOR W=1 TO 160:NEXT W
157 FOR W=1 TO W0:NEXT W
162 IF STICK(0)=11 THEN W0=W0-1
164 IF STICK(0)=7 THEN W0=W0+1
170 NEXT K
177 REM
200 GOTO 66
1000 CLOSE #2:GRAPHICS 0:END

```



START=TOGGLE COLOR*OPTION=SAVE SCREEN
SELECT=BACKGROUND COLOR

Included in this issue is a nice little program which draws in graphics 8 using 2 colors and providing a third when the first two are used together. It is from the Fresno Atari group's newsletter. I modified it to run under Basic A+ so that I could use it's elegantly simple joystick routines, (line 110). I also added the capability to select the background color you wish. Try different colors here and watch the changes they make in the artifact colors with which you draw. [if you don't have Basic A+ you have to substitute the following lines:

```

100 P=STICK(0);IF P=14 THEN Y=Y-1;RETURN
110 IF P=6 THEN Y=Y-1;X=X+1;RETURN
120 IF P=7 THEN X=X+1;RETURN
130 IF P=5 THEN X=X+1;Y=Y+1;RETURN
140 IF P=13 THEN Y=Y+1;RETURN
150 IF P=9 THEN X=X-1;Y=Y+1;RETURN
160 IF P=11 THEN X=X-1;RETURN
170 IF P=10 THEN X=X-1;Y=Y-1;RETURN
180 IF P=15 THEN RETURN
190 RETURN

```

In line 1020 change it to:
(+line 2000)

```

1020 RECADR=PEEK(560)+256*PEEK(561)
:RECLN=7680

```

The sections starting at lines 1000, 2000, and 3000 are fast subroutines for saving and loading a screen of graphics in any graphics mode. (would need some changes to handle 9,10, & 11) The machine language routine should be usable unchanged. (oh yes, I had to move the machine language to make it work in A+. For BASIC it was supposed to be loaded from 1536 to 1598. I haven't tried it in BASIC but it should work the way it is in the listing. If you change the starting address to 1536 then change lines 1060 and 2080 so the USR call parameters read 1536 and 1540, respectively.)


```

10 GOSUB 30000:REM INITIALIZE SCREEN SAVE/LOAD ROUTINE
20 DIM A$(1),Q$(1),FIL$(17):Q$=CHR$(155):GOTO 200
100 IF X>318 THEN X=1:REM KEEP CURSOR
101 IF X<1 THEN X=318:REM FROM GOING
102 IF Y<1 THEN Y=158:REM OUT OF BOUNDS
104 IF Y>158 THEN Y=0:REM AVOID ERRORS
110 X=X+HSTICK(0):Y=Y-VSTICK(0):RETURN:REM THIS LINE IS JOYSTICK MOVE ROUTINE
200 GRAPHICS 8:POKE 709,14:POKE 710,128:POKE 712,128:POKE 752,1:REM DRAW PICT.
210 ? CHR$(125):? "Type <Y>, <RETURN> to load a screen.":INPUT A$
220 IF A$="Y" THEN GOSUB 1000:POKE 752,1
230 X=160:Y=80:REM SET STARTING POINT TO CENTER OF SCREEN
240 ? :? "START=TOGGLE COLOR*OPTION=SAVE SCREEN":? "SELECT=BACKGROUND COLOR"
250 COLOR 1:PLOT 0,0:DRAWTO 319,0:DRAWTO 319,159:DRAWTO 0,159:DRAWTO 0,0
260 GOSUB 100:C=1:COLOR C
270 IF STRIG(0)=0 THEN C=2:COLOR C:REM COLOR 2 TO ERASE POINTS DRAWN
280 IF PEEK(53279)=6 THEN GOSUB 3000
290 IF PEEK(53279)=3 THEN 2000
295 IF PEEK(53279)=5 THEN 3100
300 IF C=2 THEN PLOT X,Y:GOTO 260
310 IF C<>2 AND F=0 THEN PLOT INT(X/2)*2,Y:GOTO 260
320 IF C<>2 AND F=1 THEN PLOT INT(X/2)*2+1,Y:GOTO 260
999 REM SCREEN LOAD ROUTINE
1000 ? CHR$(125):"Enter Name of File to Load":? "i.e.---D:filename.ext---":INPUT
FIL$
1010 IF FIL$(1,2)<>"D:" AND FIL$(1,2)<>"C:" THEN 1000
1020 RECADR=DPEEK(560):RECLN=7680
1030 TRAP 1080:OPEN #1,4,0,FIL$
1040 INPUT #1,MD,COL1,COL2,COL3,COL4
1050 GRAPHICS MD:POKE 708,COL1:POKE 709,COL2:POKE 710,COL3:POKE 712,COL4:POKE 75
2,1
1060 A=USR(1636,1,RECADR,RECLN)
1070 CLOSE #1:RETURN
1080 CLOSE #1:PRINT CHR$(253);CHR$(253);CHR$(125);"ERROR ";PEEK(195):POF:FOR D=
1 TO 500:NEXT D:GOTO 200
1999 REM SCREEN SAVE ROUTINE
2000 RECADR=DPEEK(560):RECLN=7680
2020 MD=PEEK(87):COL1=PEEK(708):COL2=PEEK(709):COL3=PEEK(710):COL4=PEEK(712)
2030 ? CHR$(125):"ENTER FILENAME FOR SCREEN TO SAVE":? " i.e. --- D:FILENAME.EXT
----":INPUT FIL$
2050 IF FIL$(1,2)<>"D:" AND FIL$(1,2)<>"C:" THEN 2030
2060 OPEN #1,8,0,FIL$
2070 ? #1;MD;Q$;COL1;Q$;COL2;Q$;COL3;Q$;COL4
2080 SCREEN=USR(1640,1,RECADR,RECLN)
2090 CLOSE #1:GOTO 240
2999 REM CHANGE COLOR FLAG
3000 IF F=0 THEN F=1:FOR D=1 TO 100:NEXT D:RETURN
3010 IF F=1 THEN F=0:FOR D=1 TO 100:NEXT D:RETURN
3100 ? CHR$(125):"ENTER NUMBER TO BE POKED TO BACKGROUND COLOR REGISTER=COLOR*16+
LUMINANCE.":INPUT COLOR
3200 POKE 710,COLOR:GOTO 240
30000 FOR ADDRESS=1636 TO 1698:READ CODE:POKE ADDRESS,CODE:NEXT ADDRESS
30010 DATA 160,7,208,2,160,11,104,201,3,240,4,169,64,208,42,104,104,10,10,10,10,
170,104,157,69,3,104,157,68,3
30020 DATA 104,157,73,3,104,157,72,3,152,157,66,3,32,86,228,189,67,3,48,7,169,0,
133,212,133,213,96,133,185,76,64
30030 DATA 185,0
30040 RETURN

```


**BAY AREA ATARI USERS GROUP
NEWSLETTER**

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CORRESPONDENCE ADDRESS:

Bay Area ATARI Users Group
4029 Payne Ave.
San Jose, Calif., 95117

Phone 408-244-7181

All articles are written and donated to the group. Opinions expressed in this publication are those of the individual author and do not necessarily represent or reflect the opinions of the group as a whole or any other commercial or non-commercial organization.

Deadline

Newsletter submissions must be in by the third Tuesday of each month. If material submitted is not of a time dated nature it may not be published immediately, or at all, at the discretion of the Editorial Staff.

Please submit articles camera ready, typed or printed in 3 1/2 inch columns. Mail to EDITOR at the correspondence address.

Subscriptions (which include Group membership) are \$12 per year. Persons who sign up after June 30, will be charged \$6. Single back issues, when available, are \$1 each.

PROBLEM HOTLINE

EVENING	CONTACT	PHONE NUMBER	SPECIALTY
MONDAY	Robin Ziegler	408-438-6879	FORTH and Assembly
TUESDAY	Chris McAfee	408-258-8442	Hardware
WEDNESDAY	John Crane	408-268-7317	BASIC and FORTH
THURSDAY	Paul Conrad	408-226-7676	BASIC
FRIDAY	Skip Inskeep	408-251-5517	FORTH
SATURDAY	Bob Burkhalter	408-856-1893	Disk I/O
SUNDAY	Hans Hansen	415-490-0175	DOS I & II

Please call only between 7 P.M. and 9 P.M. on the night the individual is listed as being on call. If you can't get an answer try one of the club officers.

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408-244-7181

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NEWSLETTER: HARALD STRIEPE
408-

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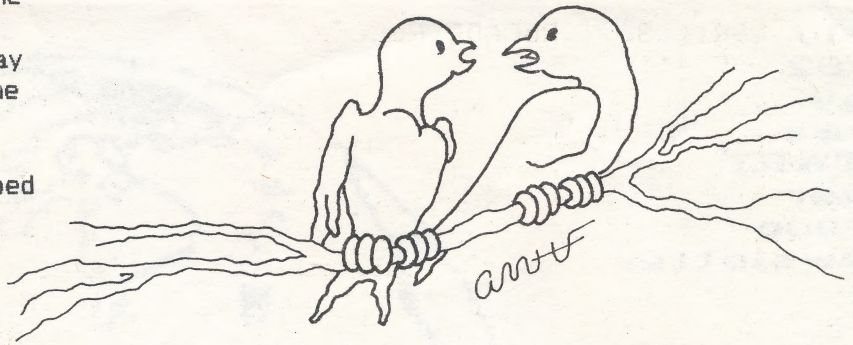
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GARY CHANG
2265 DEBORAH DR., #1
SANTA CLARA, CA
95050



BAY AREA
ATARI
USERS GROUP
4029 Payne Avenue
San Jose, Calif.
95117

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